THEATRE 4920

Theatre Practicum - Stagecraft II

Friday 2:00 –4:50
RTFP Design Studio Room 137

Instructor Contact

Name: Matthew McKinney
Pronouns: He/His
Office Location: 213
Office Hours: M/W 11:00-12:00
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Course Descriptions

Intermediate study of technical theatre elements. Advanced rigging, pneumatic effects, automated scenery, special effects, organic scenery, & introduction of technical direction.

Course Objectives

This course will introduce you to the world of the advanced tools and techniques used in technical production. You will learn the basic and advanced techniques. Students will learn:

- Advanced Rigging Techniques
- Pneumatics
- Automation
- Organic Scenery
- Special Effects
- Cost analysis and tacking

Materials

Students will read from selections from the following (provided by instructor):

- *Backstage Handbook 4th Edition* by Paul Carter
- *Stage Rigging Handbook 3rd Edition* by Jay Glerum
- *Knots and Rope Work 1st Edition by* Geoffrey Budworth
- *Structural design for the Stage 2nd Edition* by Bronislaw J. Sammler
- *Entertainment Rigging 1st Edition* by Harry Donovan
- *Mechanical Design Stage 1st Edition* by Alan Hendreichson

Class Format

- **Lecture**: The Friday class meetings are lecture format with some time devoted to hands on training. Student participation in lecture, when asked, is encourage. Attending the lecture is expected. However, things do come up that may take priority, see the class participation section.

Class Participation

- Attendance and participation counts 150 Points towards your final grade
- After 2 unexcused absences 50 points will be removed for each subsequent absence
- 3 tardies (1-15 minutes late) will count as an absence
- If you are more than 15 minutes late you are considered absent

Course Requirements

• Attendance and Participation	150 Points
• Assignments	
○ Splice Project	100 Points
○ Rigging Project	100 Points
○ Vendor Project	50 Points
○ Pneumatic Project	100 Points
○ Automation Project	100 Points
○ Organic Scenery Project	100 Points
○ CNC Project	100 Points
• Midterm	100 Points
• Final Project	100 Points
• TOTAL	1000 Points

Grading

- A = 900-1000
- B = 800-899
- C = 700-799
- D = 600-699
- F = 500-599

Your assignments must be on time. If you are unable to have your work at the start of the class it is due, the grade will drop 50% if turned in within 24 hours. After 24 hours it will not be accepted. This of coarse will be amended for excused absences.

Course Calendar

Week # DATE	Tuesday		Thursday
1 8/28	Class: Meet & Greet, Syllabus, Objectives,		Rigging: components, design factor, weakest link, WLL, Math, Pre-Rigs
2 9/4	Rigging: Knots and Splices		Rigging Lab Rigging Project Due
3 9/11	pneumatics Math, types of systems & putting it together		Lab pneumatics Rig the Project
4 9/18	pneumatics team challenge		pneumatics team challenge
5 9/25	pneumatics team challenge		Automation: types of automated objects
6 10/2	Automation system components		Midterm Review This is Jeopardy
7 10/9	MIDTERM on Rigging, Pneumatics & Automation		Scenery: Stock & Built Scenery
8 10/16	Scenery: Specialty Scenery & Techniques		Scenery: Organic Scenery
9 10/23	LAB: Special Effects Projects		LAB: Special Effects Projects
10 10/30	LAB: Special Effects Projects		LAB: Special Effects Projects
11 11/6	Special Effects Projects DUE		Technical Direction Materials, vendors, & buyers
12 11/14	Technical Direction Materials, vendors, & buyers		Technical Direction Challenge
13 11/20	Vendor Project Due		THANKSGIVING – NO CLASSES
14 11/27	Technical Direction Challenge		Technical Direction Production Meeting
15 12/4	Technical Direction Challenge		Technical Direction Challenge
FINALS WEEK	FINAL		